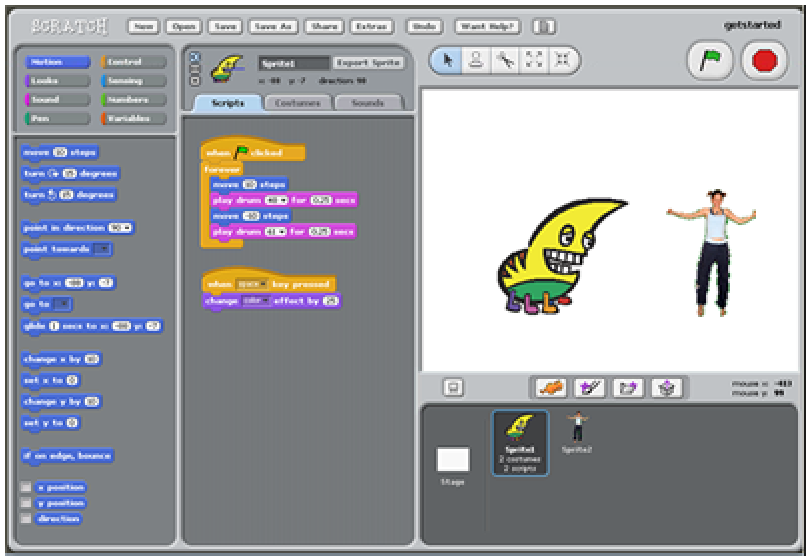
Getting Started with Scratch

Here's one way to get started learning Scratch...



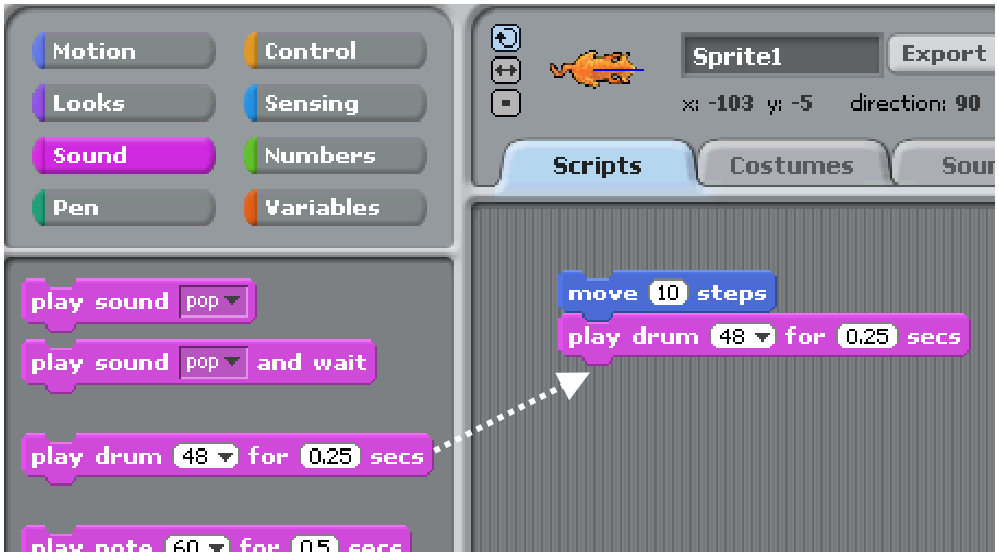
1. Start Moving

Drag a **move** block into the Scripts area.

Double-click the block to make the cat move.

(It works to double-click anywhere on the block except for the white box.)

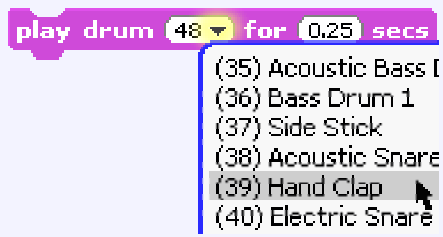
2. Add a Sound



Drag out **play drum** and snap it onto the **move** block.

Double-click and listen.

(If you can't hear it, check that the sound on your computer is on.)



You can choose different types of drums from the pull-down menu

3. Start a Dance

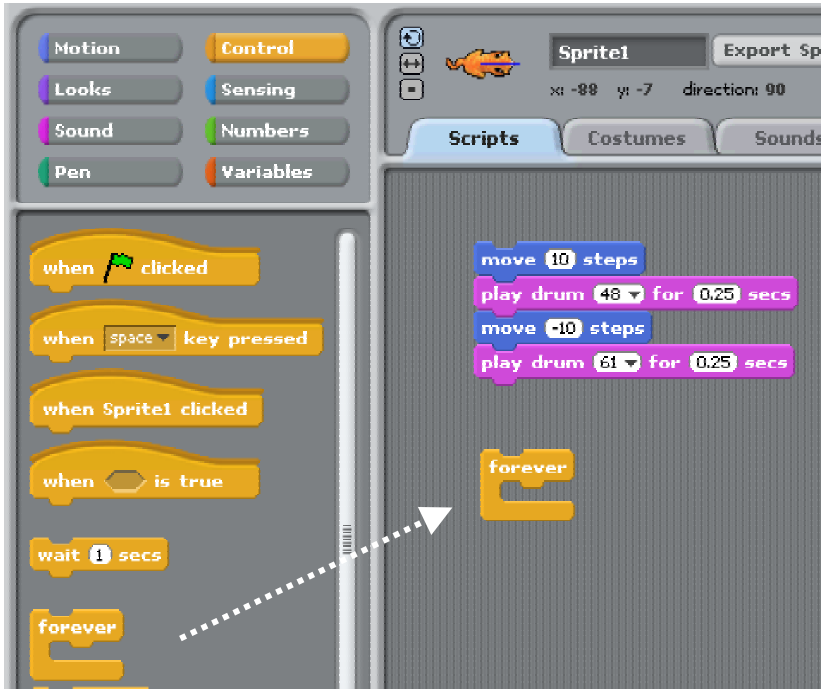
Add another **move** block,
then type in a minus sign.

Double-click anywhere on the stack
(except on the white boxes).

Add another **play drum**, then
choose a type of drum from the menu.

Double-click again.

4. Again and Again

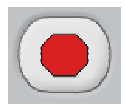


Drag out a **forever** block.

Then drag the stack of blocks into the **forever**.

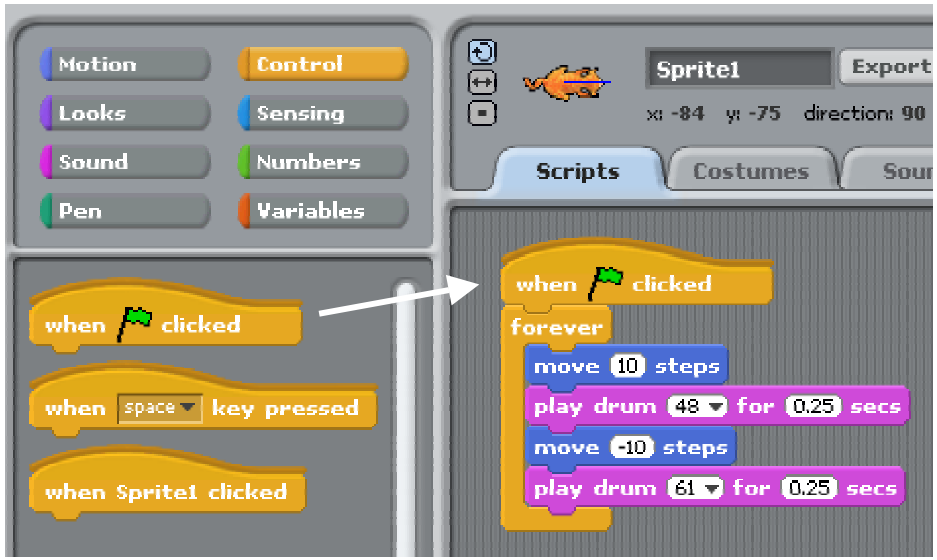
(To keep a stack together, drag from the top block.)

Double-click and watch it keep going.



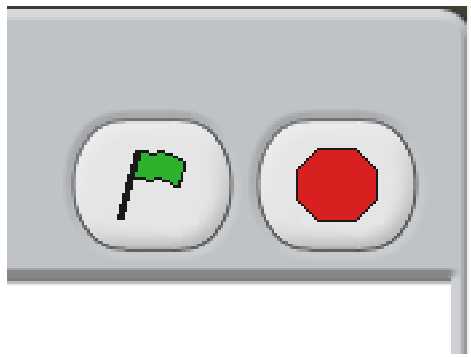
To stop, click the Stop button at the top of the screen

5. Green Flag to Start



Drag out

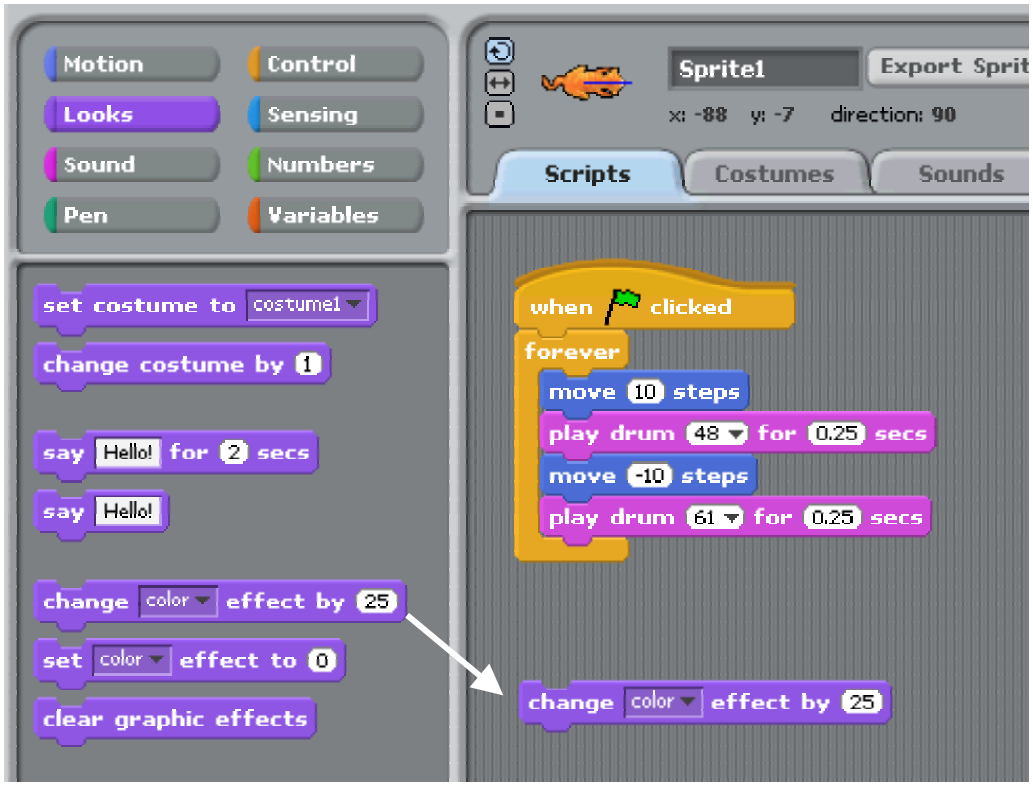
and snap it on top.



Whenever you click the green flag, your script will start.

To stop, click the Stop button.

6. Change Color



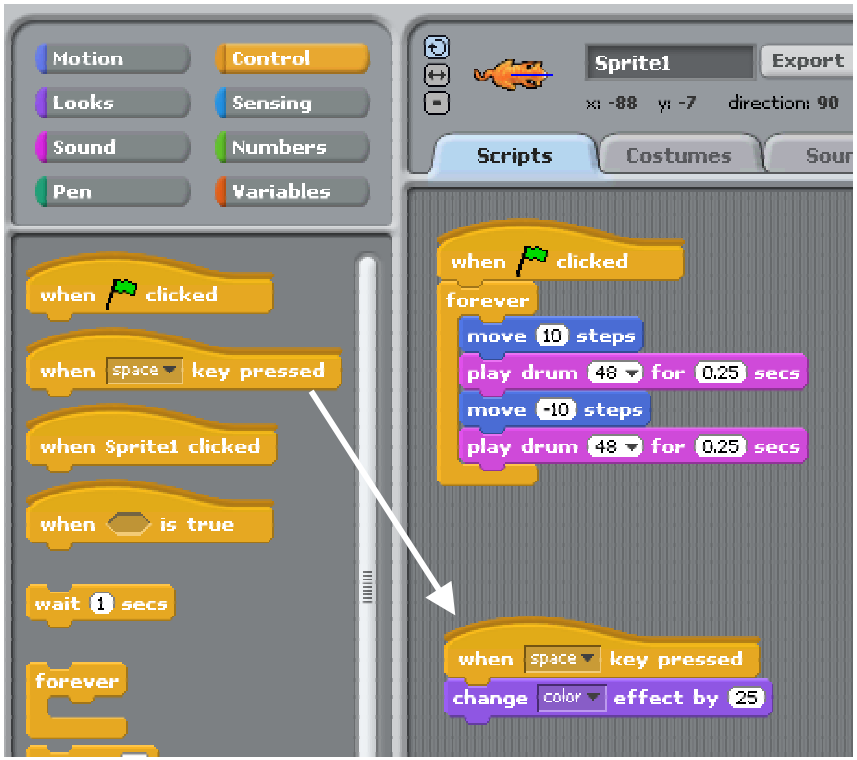
You've made your first script in Scratch.

Now try making another script.

To start, drag out **change color effect**

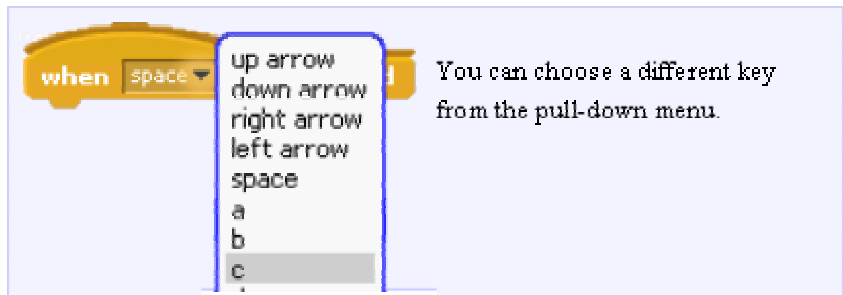
Double-click to see what it does.

7. Key Press



Snap on a **when key pressed.**

Now press the space bar on your keyboard.



You can choose a different key from the pull-down menu.

8. Add a Costume

Each object in Scratch (such as the cat) is called a "sprite."

You can change how a sprite looks by changing its costume.

Click the **Costumes** tab.

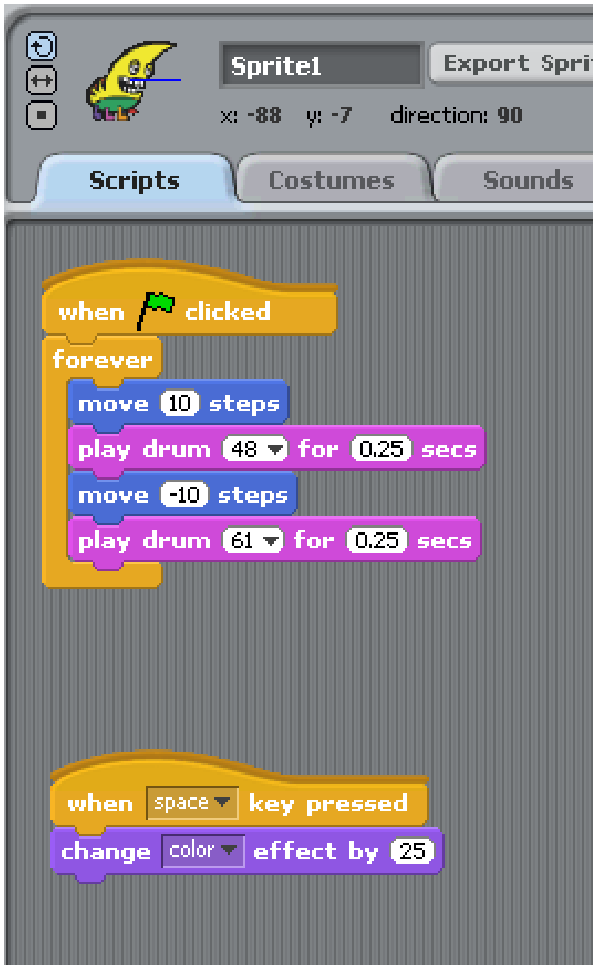
To add a costume, click **Import**.

Pick any image you want.

(You can find this yellow creature in the **Fantasy** folder.)

Your sprite now has two different costumes.

9. Try Your New Costume



Now you can try out the same scripts you created for the cat. (The scripts control the sprite no matter which costume it is wearing.)

Click the **Scripts** tab to get back to the scripts you made.

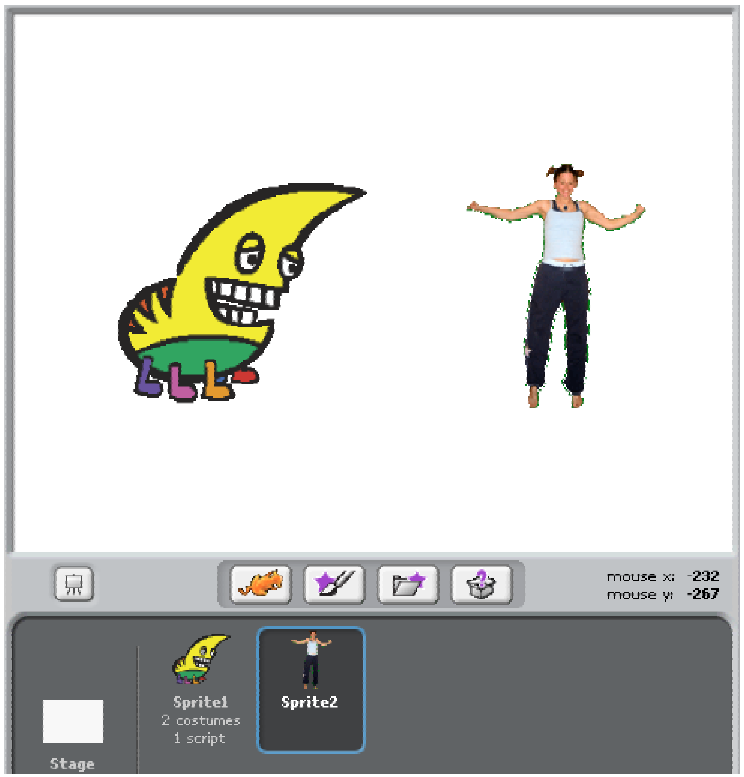
Try running the scripts with the new costume.
(Click the green flag button. Press the key.)

10. Add a New Sprite

These buttons allow you to create new sprites:

Choose an image for your new sprite.

Or draw your own sprite.



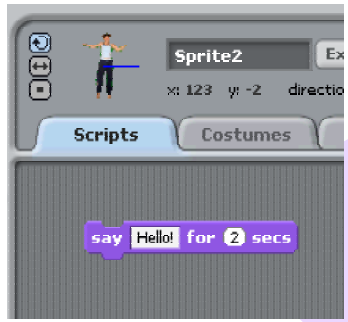
The new sprite will appear on the stage.

(You can see thumbnails of each sprite at the bottom of the screen.)

11. Explore

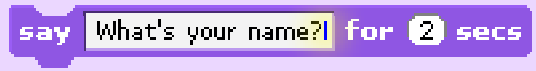
Now you can tell the new sprite what to do.

Try the following, or explore on your own



Say…

Have your sprite say something.



Click and type to change the words.

Dance Moves

Try typing in different numbers.

Add Sound

Click the **Sounds** tab.

Record your own sound. Or, **import** a sound file. (You can import .mp3, .wav,or .aif files).

Then, click the Scripts tab, and use a **play sound** block:

Choose the name of your sound from the menu.

Graphic Effects

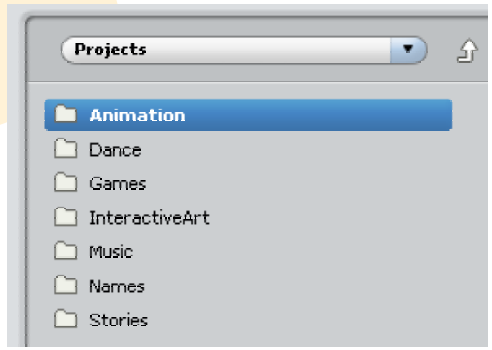
Use the menu to choose different effects.

Then, double-click the block.

(To clear the effects, click the Stop button.)

Now What?

To see **example projects**, click the **Open** button, and choose from the folders.



If you have an idea for a project, click **New** and start creating…

You may want to start with a photo of yourself. Or your favorite character.

Or start by animating the letters in your name…

Visit the **Scratch website**: http://scratch.mit.edu/

Check out the **Scratch cards**: http://llk.media.mit.edu/projects/scratch/cards/